

SPINach!

Rules of Play

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:)

Introduction

Welcome to the world of circus skills!

Having received your first circus props at Christmas you and your friends have decided to compete to become the best circus performer there is. Over the next few years you will all need to improve your skills, buy more impressive props and become infamous in order to take to the biggest stages at the world's largest juggling conventions and spinning festivals. Of course this won't be easy! Attending events and obtaining better equipment doesn't come for free. You will have to compete against your friends for money and fame but train with them to boost your abilities. Luckily, you all know there is a magical plant called SPINach which gives you an edge over the rest...

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Chapter 1

Overview

Chapter 2

Components

- this rulebook
- one game board
- two wooden turn markers
- one size-sided die
- n wooden player markers
- m cards
- o round cardboard tokens representing “coins”
- p wooden green cubes representing “SPINach”
- q hexagonal cardboard tokens representing “victory points”

Chapter 3

Setup

Chapter 4

Playing The Game

SPINach is played over a number of rounds, each consisting of four phases. Players keep resolving rounds until the end of summer in year four.

The phases of each round are summarised below:

1. Job Selection Phase:

Each player simultaneously chooses a job from their hand and plays it face down, job details are described in detail on page ?

2. Resolve Jobs Phase:

Played job cards are revealed simultaneously and resolved with exception of the 'Go To Festival' job action.

3. Festival Phase:

If this season has a festival and one or more players have chosen the 'Go To Festival' job then the Festival phase is resolved, these players are attending the festival. The festival phase is made up of seven sub-phases that are resolved in order.

I Packing Phase: Each player that is attending the festival must secretly choose how much SPINach and money they will take to the festival.

II Arrival Phase: Each player attending the festival reveals what they are taking to the festival and pays the entrance fee to the bank.

III Trade Phase: Open bidding to exchange SPINach with money.

IV Workshops Phase: Each player attending the festival gains skill level based on SPINach consumed while training using tables shown on page ?

V Games Phase: Each player attending the festival roles the game die, monetary prizes for the two highest rolls.

VI Shopping Phase: Each player attending the festival **may** purchase equipment from the trading stalls.

VII Show Phase: Each player attending the festival if he/she meets the stage requirements may perform in one show. Based on player stats a performance level is determined, in each show the performers are ranked by their performance level and awarded a prize based on the their ranking and the stage they performed on. The prizes are given in table ? on page ?

VIII Pack Up Phase: Players attending the festival discard any SPINach they brought or purchased at the festival.

4. Clean Up Phase:

Players pick up action cards used on previous rounds only and put them back into their hand, move season marker clockwise around the board by one month.

4.1 Sequence of Play

Phase 1: Job Selection

Phase 2: Resolve Jobs

Phase 3: Festival

Festival Phase I: Pack

Festival Phase II: Arrive

Festival Phase III: Trade

Festival Phase III: Workshops

Festival Phase IV: Games

Festival Phase V: Go Shopping

Festival Phase VI: Show

Festival Phase VII: Pickup

Phase 4: Clean Up

Chapter 5

End Game

Chapter 6

FAQ

Chapter 7

Appendix

